

PATENT
Atty. Docket No.: KID-01201

Amendments to the claims:

Please replace all prior versions and listings of the claims with the following amended claims:

1. (Currently Amended): A video game system comprising:
 - a) an output screen;
 - b) a hand-held video game controller having control buttons for inputting commands to manipulate images on the output screen through a cord;
 - c) video game software interfacing between the video game controller and the output screen; and
 - d) an interactive video game controller adapter detachable engaged with the video game controller and shaped to simulate the real-life activity emulated by the video game, wherein the control buttons of the video game controller are activated when the corresponding input controls of the adapter are activated.
2. (Original): The video game system as claimed in Claim 1, wherein the adapter has input controls shaped to simulate the real-life activity emulated by the video game.
3. (Canceled).
4. (Original): The video game system as claimed in Claim 1, wherein a different adapter is provided for each different video game of the video game system.
5. (Currently Amended): A video game input device comprising:
 - a) a hand-held video game controller having control buttons for inputting commands to manipulate video game images on an output screen of a video game system through a power cord; and
 - b) an interactive video game controller adapter detachably engaged with the video game controller and shaped to simulate the real-life activity emulated by the video game, wherein the control buttons of the controller are activated when the corresponding input controls of the adapter are activated.
6. (Original): The video game input device as claimed in Claim 5, wherein the adapter has input controls shaped to simulate the real-life activity emulated by the video game.

PATENT
Atty. Docket No.: KID-01201

7. (Canceled).
8. (Original): The video game input device as claimed in Claim 5, wherein a different adapter is provided for each different video game of the video game system.
9. (Original): The video game input device as claimed in Claim 5, wherein the controller is used with a Sony Playstation™ video game system.
10. (Currently Amended): The video game input device as claimed in Claim 5, wherein the controller comprises:
 - a) a main body[[,]];
 - b) a pair of circular base plates formed on a top face of the main body and spaced from each other a predetermined distance; and
 - c) two projections formed on a rear face of the main body.
11. (Original): The video game input device as claimed in Claim 10, wherein the control buttons of the controller are formed on the base plates, the projections, and the top face of the main body of the controller.
12. (Original): The video game input device as claimed in Claim 10, wherein the controller comprises a pair of push buttons formed on the top face of the main body, a pair of handgrips formed on opposite ends of the main body, and a power cord extending from the rear face of the main body for electrically connecting the controller to the video game system.
13. (Original): The video game input device as claimed in Claim 10, wherein the adapter comprises a main body, two arms extending from the main body, a lip formed on a front portion of the main body for engaging with the controller between the base plates, a cutout defined in each arm for receiving the corresponding base plate of the controller, and a receiving space formed in the main body for receiving a portion of the controller.
14. (Original): The video game input device as claimed in Claim 13, wherein the adapter comprises a retractable handle outwardly extending from one of the two arms, a rotatable knob outwardly extending from the other of the two arms, a rod inwardly extending from

PATENT
Atty. Docket No.: KID-01201

each of the handle and the knob into the receiving space, and an end portion perpendicularly extending from each rod, each end portion being positioned proximate the control buttons formed on the corresponding projection of the controller whereby manipulation of the knob and handle causes the end portions to activate the corresponding control buttons.

15. (Original): The video game input device as claimed in Claim 14, wherein the adapter is used with a video game having an animated onscreen character, the main body of the adapter corresponding to a head of the character, the arms of the adapter corresponding to the arms of the character whereby pulling the handle away from the main body of the adapter causes the character to pull an onscreen object and rotating the knob causes the character to spin an onscreen object.
16. (Currently Amended): An interactive video game controller adapter for detachably engaging with a hand-held video game controller, the interactive video game controller adapter comprising a body and shaped to represent the unique characteristics of a video game, the interactive video game controller adapter further comprising input controls being configured to manipulated activate control buttons on the a hand-held video game controller through input controls to and thereby manipulate images of a video game on a remote screen coupled to the hand-held video game controller.
17. (Previously Amended): The interactive video game controller adapter as claimed in Claim 16, wherein the adapter the input controls are shaped to simulate the real-life activity emulated by the video game.
18. (Canceled).
19. (Original): The interactive video game controller adapter as claimed in Claim 18 further comprising a main body, two arms extending from the main body, a lip formed on a front portion of the main body for engaging with the controller, a cutout defined in each arm for receiving corresponding engaging portions of the controller, and a receiving space formed in the main body for receiving a portion of the controller.
20. (Original): The interactive video game controller adapter as claimed in Claim 19 further

PATENT
Atty. Docket No.: KID-01201

comprising a retractable handle outwardly extending from one of the two arms, a rotatable knob outwardly extending from the other of the two arms, a rod inwardly extending from each of the handle and the knob into the receiving space, and an end portion perpendicularly extending from each rod, each end portion being positioned proximate the corresponding control buttons of the controller whereby manipulation of the knob and handle causes the end portions to activate the corresponding control buttons.

21. (Original): The interactive video game controller adapter as claimed in Claim 20, wherein the adapter is used with a video game having an animated onscreen character, the main body of the adapter corresponding to a head of the character, the arms of the adapter corresponding to the arms of the character whereby pulling the handle away from the main body of the adapter causes the character to pull an onscreen object and rotating the knob causes the character to spin an onscreen object.